

AMENDMENTS TO THE SPECIFICATION

Please replace the paragraph beginning at the bottom of page ²⁰17 with the following amended paragraph:

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If a user desires to download music into digital speakers by proxy 176, then the user must first select 178 the digital music file 156 from a Web server 172 with the Proxy Browser 148. Music files exist in standard formats, such as MPEG (Motion Picture Expert's Group) and MP3, a newer, more compact standard for multi-media files on the Internet. A user selects music files 156 from a Web server 172 to play on digital speakers 176 that may be remote from the Proxy Browser 148. Using the URL or IP address of each speaker 180, the Proxy Browser 148 directs the music file 156 to download to distributed speakers in, and play simultaneously on, each speaker 182. Each speaker has its own built-in computer processor, memory, and networking capability to connect to a LAN and the Internet. [[a]] A sound file, like an MP3, can be either fully cached to a speaker's memory for playing after the entire file is received, or streamed into the speaker by partially caching the file in memory and played as the file is in the process of downloading. Each speaker's processor decodes the music file and sends instructions for playout 184. In a similar process, the user 148 with a Proxy Browser may select a movie file 158 from a Web server 172 to watch on a digital video player 186 or a home entertainment system. The selected movie file 158 downloads 188 to the URL address 190 of the video player 186 that is linked to the Internet 150. The video player 186 has its own built-in processor, memory that is coupled to the

processor, and network interface to receive the streaming video file from the Internet, decode the digital file, cache the file, and control playout on a video screen 194.

Please replace the paragraph beginning at the bottom of page ²¹18 with the following amended paragraph:

The Proxy Browser can provide entertainment from the Internet through downloading game or multi-media files by proxy to a child's board game or toy. [[a]] A board game 196 linked to the Web 150 with its own processor, memory coupled to the processor, and a URL or IP address, may receive new games, multi-players, strategies, and setups from associated game sites on the Internet 150 via the Proxy Browser 148. The user of a Proxy Browser 148 may also select a multi-media file 198 from a Web server 152 and knowing the URL or IP address of an Internet-enabled game, toy, or electronic book, command the server 152 to download the file 212 thereby animating story characters 204 or scenes.

Please replace the first full paragraph on page 19 with the following amended paragraph:

In a further illustration of an exemplary preferred embodiment, a Web page in HTML format may also be designated by the Proxy Browser for download to a third-party PC. The user launches a Proxy Browser 148 session to scan the Internet 150 and find a Web page of interest, with an example filename of webpage.htm 164. The

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Web page 216 is selected 218 by the user who enters the receiving PC's URL/IP address, ~~and the~~ The Web page is sent from the Web server to a third-party client computer's Internet browser, such as Microsoft Internet Explorer or Netscape Navigator.
